COMMANDOS STRIKE FORCE™

TEEN
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CONTENT RATED BY ESRB

PYRO STUDIOS

eidos

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

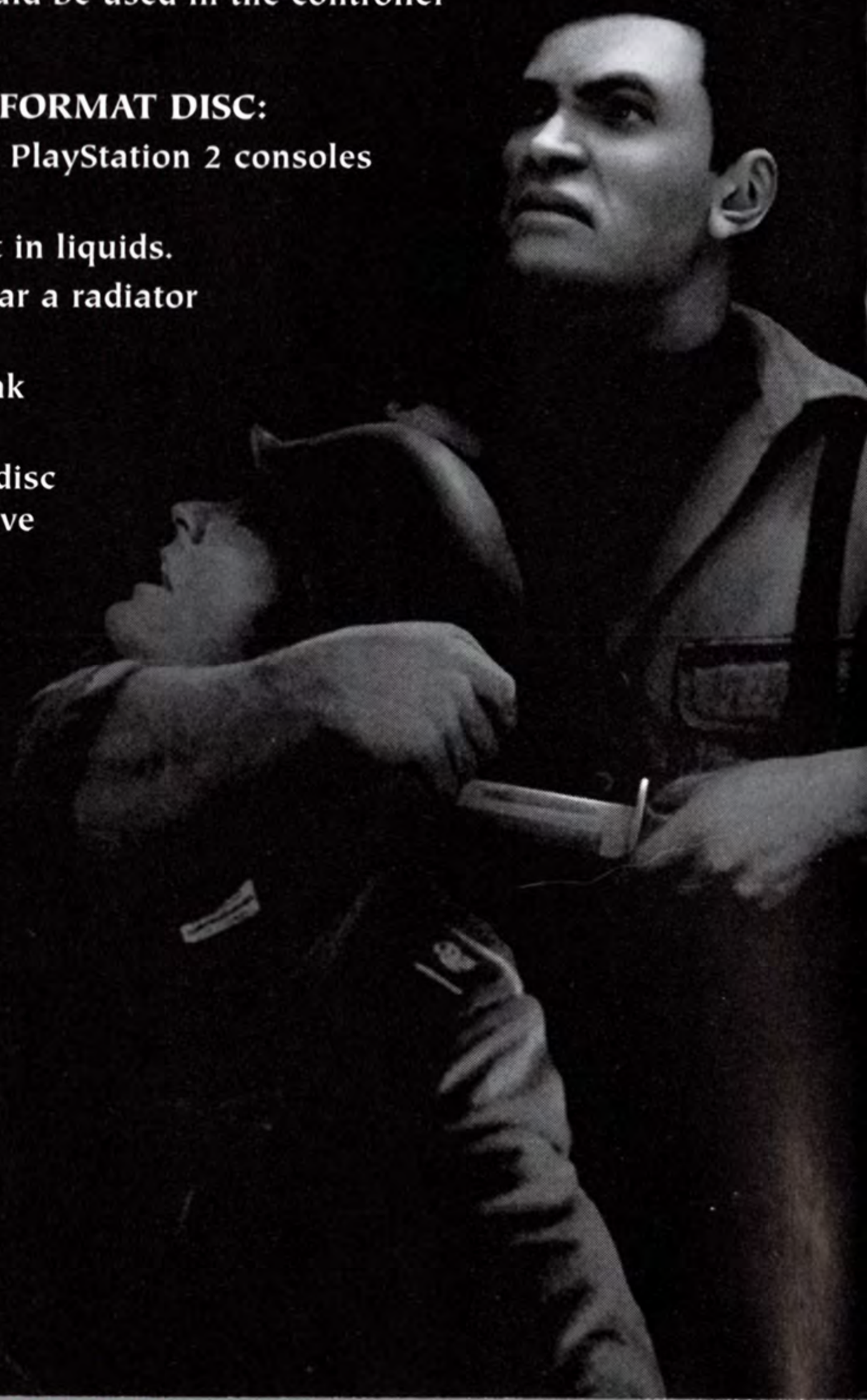
Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.



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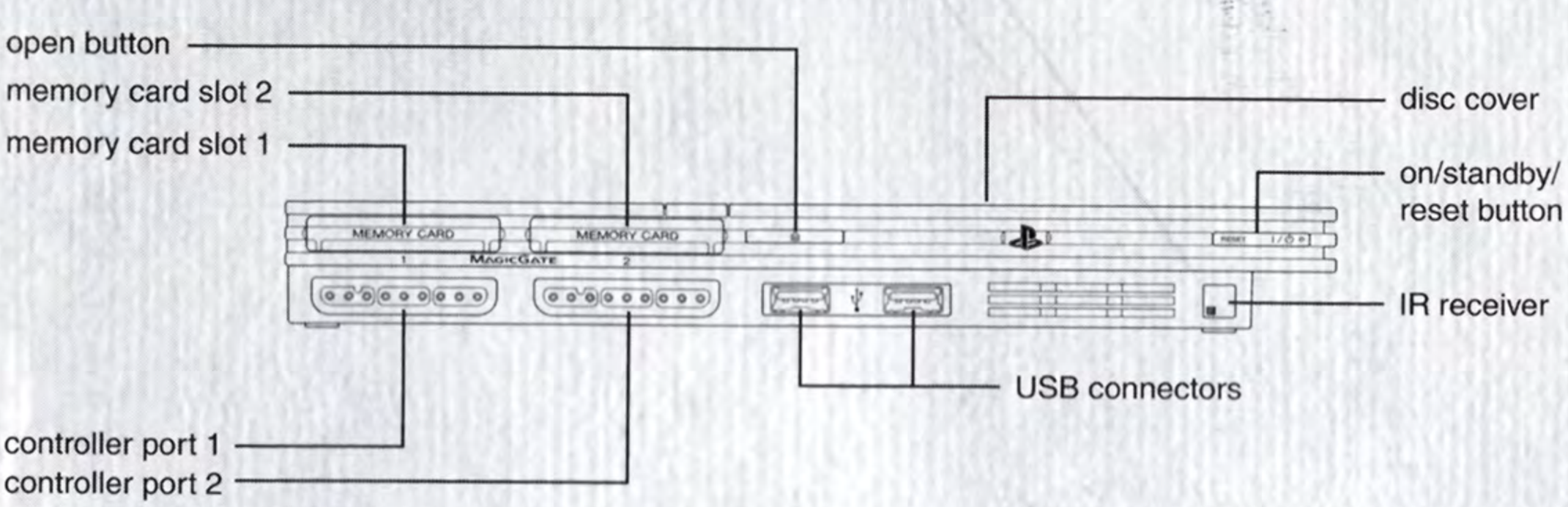
GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the ***MAIN POWER*** switch (located on the back of the console) is turned ***ON***. Press the ***RESET*** button. When the power indicator lights up, press the ***OPEN*** button and the disc tray will open. Place the ***COMMANDOS STRIKE FORCE***™ disc on the disc tray with the label side facing up. Press the ***OPEN*** button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

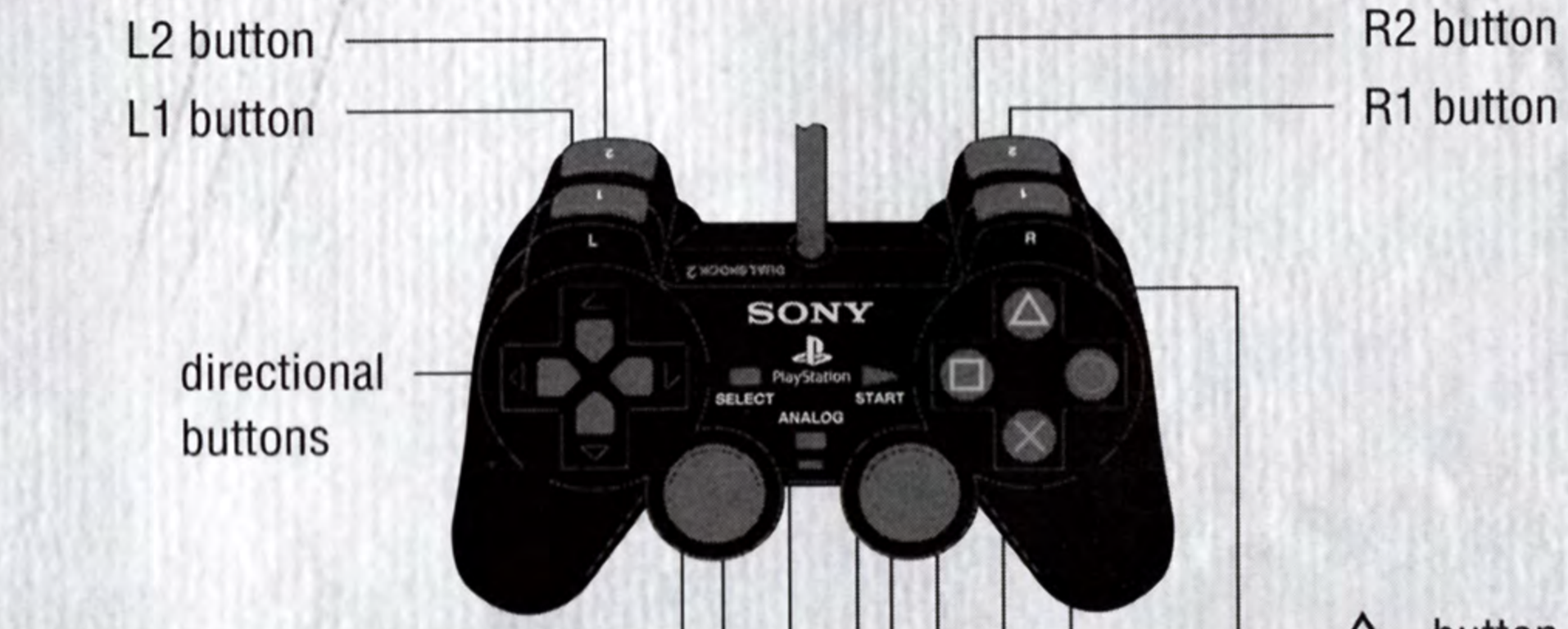
MEMORY CARD (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 before powering on the system. At least 450KB of free space on the memory card is required to save game data.

This game supports saving and loading of game data in MEMORY CARD slot 1 only. You can load saved game data from the same memory card or from any memory card containing previously saved ***COMMANDOS STRIKE FORCE***™ games.

DEFAULT CONTROLS

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Connect the DUALSHOCK®2 analog controller to controller port 1 before starting play. When the vibration function is ***On***, the controller will vibrate in response to game events. You can reconfigure the controls and toggle the vibration function ***On/Off*** in Options mode ***(page 5)***.

Note: All controls used in this manual are the default controls.

MENU CONTROLS

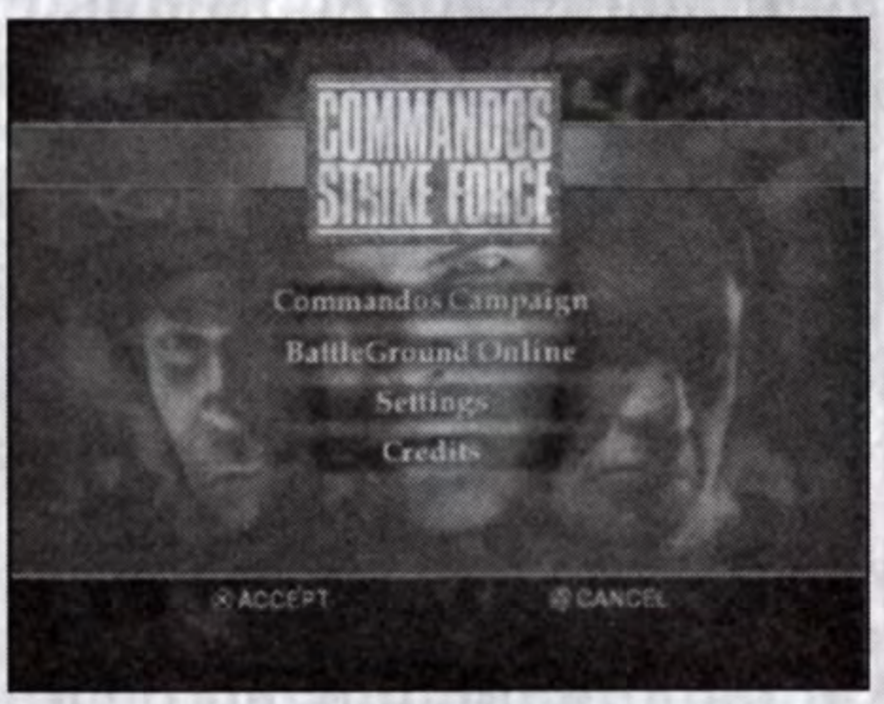
- Use the directional buttons to view and cycle through the game options.
- Press the ⊗ button to select an option, change a current option, confirm any changes made or progress to the next screen.
- Press the △ button in a submenu to return to the previous screen.

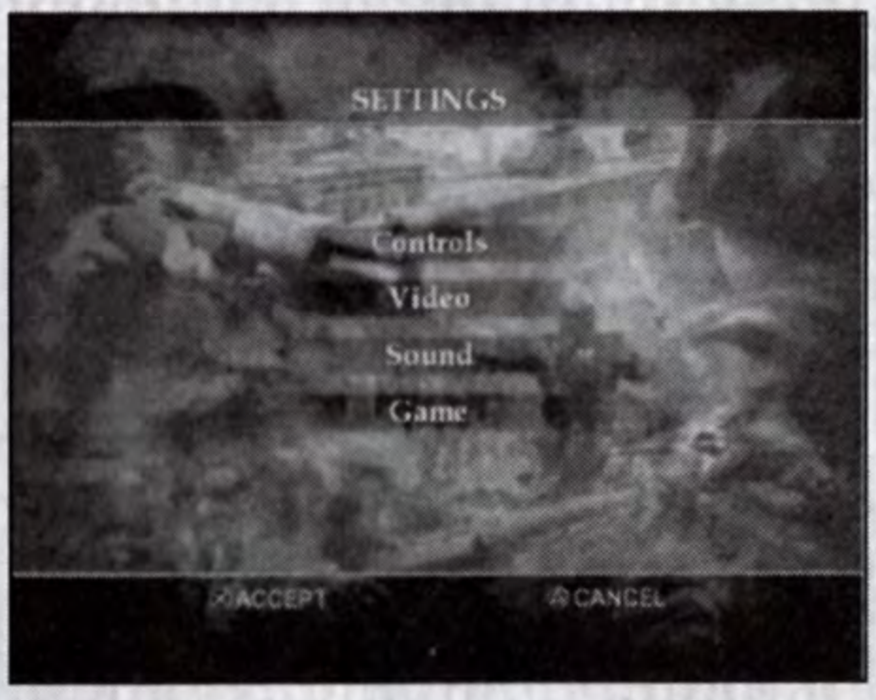
GAMEPLAY CONTROLS

BUTTON	ACTION	DESCRIPTION
left analog stick	Move character	Forward/Backward/Strafe movements.
L3 button	Jump	— — —
R3 button	View	Available on some weapons. Activates zoom on the sniper's rifle. Press the R3 button when not equipped with a sighted weapon to activate the binoculars.
right analog stick	Aim/Binoculars	Camera view control.
directional buttons ⬆	Select item	Cycle through items. On the tactical map, cycle through mission objective components.
directional buttons ⬇	Select weapon	Cycle through weapons. On the tactical map, cycle through mission objective components.
directional buttons ⬅	Mission objectives/ locations	Show objectives and their locations on the tactical map.
directional buttons ➡	External view	Access 3rd person camera view (used with the right analog stick). Also, show objectives and their locations on the tactical map.
△ button	Cycle Commando (Single Player)/Talk (Multiplayer)	Change character (Single Player only)/Activate talk function for USB headset (Multiplayer only).
□ button	Reload	— — —
○ button	Use medikit	— — —
✕ button	Action	Focus the target on a specific object to perform an action.
L1 button	Sprint	— — —
L2 button	Change position	Toggle Crouch/Stand up.
R1 button	Fire	Fire your selected weapon.
R2 button	Secondary action	Use selected item.
SELECT button	Info screen	Tactical map and information.
START button	Pause	In Pause mode, save a game, load another game or adjust controls.

MAIN MENU

Start by checking and adjusting your settings ***(below)***. Use the menu controls ***(page 3)*** to make selections. Then return to the Main Menu and choose between ***Commandos Campaign*** (Single Player game) or ***BattleGround Online*** (Multiplayer game). If you select ***Commandos Campaign*** you will be asked to set up your game profile.





SETTINGS

CONTROLS

Default	Select the default game controls or control variations.

VIDEO

Screen Position	Adjust screen position.
Noise	Toggle visual noise filter.

SOUND

Music Volume	Adjust the music volume.
SFX Volume	Adjust the sound effects volume.
Output	Select ***Mono, Stereo, Surround*** or ***Headphones***.

GAME

Auto Aim	Toggle ***On/Off***.
Subtitles	Toggle ***On/Off***.
Invert Axis	Toggle ***Inverted/Normal***.
Turn Sens	Adjust Turn sensitivity.
Pitch Sens	Adjust Pitch sensitivity.
Vibration	Toggle the controller's vibration ***On/Off***.
Voice Chat	Toggle ***Muted/On*** (Multiplayer only).

PROFILES

Before you begin playing, you must create a new profile. Select ***New*** and input your profile name using the virtual keyboard. Use the directional buttons to highlight a letter, press the ⊗ button to select that letter, and select ***Done*** upon completion.

CAMPAIGN MENU

Play Mission	Start a mission by selecting a mission and then choosing your difficulty level.
Load Game	Load a saved mission.
Extras	View bonus ***COMMANDOS STRIKE FORCE***™ material.

COMMANDOS CAMPAIGN

BRIEFING

A number of unorthodox military operations have been detailed to respond to the Nazi threat that has cast a dark menacing cloud over Europe. The formation of the first Commandos regiments has been sanctioned to defeat this seemingly invincible Nazi army. The Commandos *raison d' être* is deploying smaller groups of Special Forces to infiltrate, gather intelligence, engage in sabotage and harass the enemy deep behind their lines.

You control a Commandos strike force unit. Your incursions will take you into France, Norway and Russia with three elite Commando corps members — Colonel George Brown (Spy), Captain Francis O'Brien (Green Beret) and Lieutenant William Hawkins (Sniper) — at your disposal. You have a full arsenal of weapons, and each of your men possesses a series of special actions and skills. You must switch between these Commandos to adapt to all stealth and combat situations.

The missions that lie ahead will challenge you and your unit to the limit. You must:

- Assault and defend strategic positions.
- Sabotage enemy installations.
- Support allied troops in their own operations.

Good luck!

COMMANDOS TEAM

COMMANDING OFFICER'S EVALUATION REPORT

W.M.S.

NAME: Brown, George

RANK: Colonel

STRENGTHS: Covert operations, languages, disguise, infiltration, strangulation, silenced pistol

D.O.B.: 29 December 1898

BIRTHPLACE: Unknown

COMMENTS: Tactical min and l… perfo…

COMMANDING OFFICER'S EVALUATION REPORT

W.M.S.

NAME: O'Brien, Francis

RANK: Captain

STRENGTHS: Close combat weapons, heavy weapons, unarmed combat

D.O.B.: 17 June 1910

BIRTHPLACE: New York City, USA

COMMENTS: O'Brien has comm… traini…

COMMANDING OFFICER'S EVALUATION REPORT

W.M.S.

NAME: Hawkins, William

RANK: Lieutenant

STRENGTHS: Sniper rifle, rapid sniping, excellent swimmer, knife throwing

D.O.B.: 11 January 1914

BIRTHPLACE: London, England

COMMENTS: The joker in the pack, a thrill seeker prone to immature behavior, Hawkins demonstrates no regard for his own life but shows great commitment to his fellow men in team exercises, often putting his own safety at risk to ens… that of others. Although regarded as a maverick, his incredible acc… with a sniper rifle, precision wi… knife, and all-round skills in th… it imperative to includ… He will be inval… which th… inat…

IN-GAME DISPLAY

Using the visual aids on the in-game display, you can anticipate the threats you will have to face; the locations of targets in the current mission; any weapons available; and your Commando's health and stamina.

Visual aids include:

RADAR

Check the radar to get information on your surroundings within a range of approximately 18 meters. Enemy view range is 15 meters, so besides receiving directions you will also see enemies in your radar before they see you.

- The radar also shows the locations of allies (blue), checkpoints and objectives. If objectives are on the same floor as you are, they appear in bold. If they're on a different level, the location indicator is dimmed.
- The range of the radar increases while you're using the binoculars.
- The radar may not show the positions of certain enemies (snipers). You must discover their positions by some other means.

CROSSHAIRS/WEAPON SIGHT

Use the crosshairs and other sights to aim your weapons. A crosshair automatically appears whenever you have a firearm selected; a sight appears for knives and piano wire. Crosshairs/sights turn red to indicate enemies or blue to indicate allies. If nothing is in your sights, they remain white.

MEDIKITS

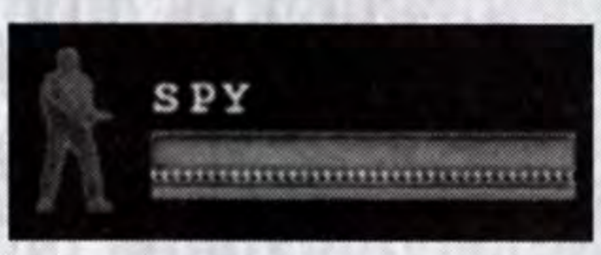
Displays the number of medikits in your possession.

SELECTED SECONDARY WEAPON/ITEM

Secondary weapon or item equipped/amount of item you have.

SELECTED WEAPON

Your selected weapon/amount of that weapon's ammo you have.



CHARACTER

Displays the Commando you currently control, along with the character's ***Stance*** (crouching or standing), ***Health*** and ***Stamina***.

PICTURE IN PICTURE

Provides intelligence on events surrounding the development of the mission. May also display hints on possibilities available in your area. Following a picture-in-picture update, targets show up automatically on the radar.

TIMED OBJECTIVE

In specific missions a counter appears above the radar. If time runs out before you complete the mission, you will have failed the objective.

TACTICAL MAP

Press the SELECT button to open the tactical map. Use the tactical map to locate your position and keep track of your mission objectives and targets.

- Move through objectives by pressing the directional buttons ⬅/➡. Objective locations will appear on the map. Press ⬆/⬇ to cycle through various components of an objective.

PAUSE MENU

Press the START button to pause the game and display the Pause Menu, offering the following options:

Continue	Continue mission.
Restart Mission	Restart current mission.
Load Game	Load a saved game.
Save Game	Save your progress.
Settings	Adjust gameplay options.
Exit	Exit current mission.

SAVING GAME DATA

Save your game by pressing the START button and selecting ***Save Game***. On the Save Game screen, use the directional buttons to select an empty save file to save to and press the ⊗ button. When prompted to overwrite the current file, select ***Yes*** and press the ⊗ button to complete the save.

- Selecting ***Yes*** overwrites older data, which cannot be restored.

TACTICS/TIPS

For certain missions, you will fight as one or two members of your unit. Choose wisely — your tactical decisions have a direct influence on the outcome of these missions. You can also decide the order in which to accomplish mission objectives. For example, to stop the advance of a group of Nazi tanks through the ruins of Stalingrad, you can use the scenario's tactical advantages (stock up on explosives, use narrow passes to set up ambushes, etc.). You can decide where, when and how to attack the enemy.

GENERAL HINTS

ANALOG MOVEMENT — The amount of pressure you apply to the left analog stick affects how your selected Commando moves.

- ❑ To move slowly, push the left analog stick gently in the direction you want to move.
- ❑ To run, push the left analog stick as far as it will go in the chosen direction.
- ❑ To sprint, press the L1 button while pushing the left analog stick. The Commando's stamina drops during a sprint, so it will only last a short time.
- ❑ Use the left analog stick to also control your Commando when swimming.

INTERACTION — When your Commando is near a person or an interactive object, text describing the interaction/action will appear. Press the ⊗ button to initiate the interaction/action.

PICKUPS — When your Commando is standing over an item that can be picked up, text appears alerting you to this. Press the ⊗ button to initiate the interaction; use the directional buttons to scroll through the pick-ups.

STEALTH

The use of stealth is imperative to the success of specific missions during each campaign. There are a number of ways to remain covert during operations:

CROUCHING — Crouching and moving slowly helps you remain undetected by the enemy. To crouch, press the L2 button. Crouching also helps you avoid battle damage.

- ❑ Remember: you can quickly sprint from the crouching position, find cover, then automatically return to the crouching position when you stop moving.

EXTERNAL VIEW — The external view allows you to look around objects while using cover. Use this to observe your enemy and remain undetected during missions. Press the directional buttons ➡ and move the right analog stick to adjust the view.

STEALTH VIEW — All Commandos can peer through keyholes. When your Commando is standing in front of a door, make him look down or crouch; a contextual message will appear. Press the ⊗ button to enter keyhole view. Press the ⊗ button again to exit the view.

BINOCULARS — Use binoculars to survey the scene. Press the R3 button to activate the binoculars.

- ❑ The R3 button activates weapon zoom if the selected weapon has that ability.

STEALTH KILL — The stealth kill *(page 12)* allows you to eliminate your enemy silently, without being detected.

DISGUISE — Use disguises throughout missions to pass undetected through heavily Nazi-populated areas and to infiltrate enemy ranks, obtain intelligence and give conflicting orders to enemy personnel. When a mission starts, you will not be provided with a disguise. Obtaining one is your initial task.

- ❑ You can only distract uniformed soldiers if their rank is inferior to the rank of your disguise.

THE SPY — Colonel Brown can only carry one disguise besides his own uniform. The higher the rank of the uniform he wears, the more freedom of movement he acquires. He will always wear his normal clothing, unless he obtains a disguise at the beginning of a mission. He can switch at will between his normal clothing and the disguise he carries.

- ❑ In the close-range view, officers can recognize Brown in disguise. SS officers will shoot at him in their close-range view even if he is disguised.

DISTRACTING GUARDS — Use items in the missions to distract enemy soldiers. This is useful when you're trying to gain entry to buildings or move through heavily Nazi-populated areas undetected.

- ❑ Press the **R2** button to throw or place an item.
- ❑ ***Coins*** — Use coins to create a noise to distract the enemy. The guard will leave his position to investigate the noise.
- ❑ ***Cigarettes*** — Use cigarettes to visually distract the enemy. If you put cigarettes on the floor, the enemy will look in that direction, giving you enough time to sneak up on him for the silent kill or to sneak past him.

SWIMMING — You can swim underwater to infiltrate areas unseen, making it possible to surprise the enemy from behind, or to reach hidden underwater access points. Your swimming time is limited by your Commando's physical characteristics. Due to his ability to focus his senses, the Sniper can swim in near-freezing water without suffering any damage.

ACTION

Stealth aside, you will also need to employ an equal measure of firepower to overcome your opponents. Ordnance at your disposal includes:

GRENADES — Grenades are effective weapons against armored and "soft" targets alike; they are especially effective against massed troops.

- ❑ To throw a grenade, first select it, then press the **R2** button to throw. The distance thrown depends on how long you hold down the **R2** button.

ORDNANCE LAUNCHER (Captain O'Brien [Green Beret] only) — The ordnance launcher is used in the same way as grenades but offers far greater accuracy, with a crosshair allowing you to pinpoint chosen targets.

- ❑ To fire the ordnance launcher, first select it, then press the **R2** button to fire.

SNIPER RIFLE (William Hawkins [Sniper] only) — Use the sniper rifle to selectively eliminate enemies without revealing your position. The precision crosshairs have an enhanced zoom that takes some time to stabilize. To do that, press the **R2** button to hold your breath while looking through the scope.

DOUBLE GUNS (Captain O'Brien [Green Beret] only) — This enables you to carry two guns at once, giving you a constant supply of firepower.

VEHICLE-MOUNTED/GROUND-MOUNTED WEAPONS — Use these weapons to inflict massive damage on the enemy.

POISON GAS CANISTERS — These canisters release a gas that will eliminate the enemy. They will also eliminate your Commandos.

GAS MASK — The gas mask protects against gas attacks.

SMOKE CANISTERS — Smoke canisters release a dense gas that obscures enemy vision and causes choking.

STEALTH KILL TECHNIQUES

Each Commando has the ability to perform stealth kills that will eliminate the enemy with the minimum amount of noise.

COLONEL BROWN (Spy)

- ***Piano Wire*** — Equip your piano wire. Sneak up quietly behind an enemy until you are within grabbing distance, then press the ⊗ button to strangle your enemy.
- ***Silenced Pistol*** — When equipped, this pistol works in the same way as a normal pistol but with minimal sound.

CAPTAIN O'BRIEN (Green Beret)

- ***Neck Break*** — Equip your knife. Sneak up quietly behind an enemy until you are within grabbing distance, then press the ⊗ button to silently break the enemy's neck.
- ***Slash*** — You can also use the knife to slash enemies. However, this can require a few hits to kill, which may allow the enemy to raise the alarm.

LIEUTENANT HAWKINS (Sniper)

- ***Stab*** — Equip your knife. Sneak up quietly behind an enemy until you are within grabbing distance, then press the ⊗ button to silently stab the enemy in the back.
- ***Throwing Knife*** — Head and torso shots kill the enemy. Arm and leg hits result in damage but not death. Recover a knife by moving your Commando over the knife on the floor.

WEAPON USE

Commandos will carry only a limited number of weapons. You must decide what weapons to carry, and choose those that best fit the Commandos' needs. Each Commando can carry his exclusive weapon and one or two medium weapons. Only O'Brien (Green Beret) can carry both a medium and a heavy weapon.

USING WEAPONS

- Press the R1 button to use your primary weapon.
- Press the R2 button to use your secondary weapon/item.

AIMING WEAPONS

- Push the right analog stick to aim your weapon using the crosshairs, depending on your weapon of choice.

USING THE SNIPER SCOPE

- When controlling the sniper, press the R3 button to use the sniper scope. The sniper scope is steadier from a crouched position and when holding your breath (press the R2 button).

RELOADING WEAPONS

- Press the ▣ button to reload weapons.

CHANGING WEAPONS

- Press the directional buttons ⬇ to select/cycle/change your primary weapon. Press ⬆ to select/cycle/change your secondary weapon/item.

SWAPPING WEAPONS

- When you find a weapon (either army issue or one dropped by an enemy), the weapon swap icon appears. You can swap the weapon you're holding for the weapon you found by pressing the ⊗ button. (When you swap weapons, you put down the weapon you're carrying.)

MOUNTED WEAPONS

- You'll discover a number of mounted weapons throughout the missions. To use one of these weapons, press the ⊗ button.

EXPLOSIVES

Explosives are essential when you're executing synchronized sabotage or preparing enemy ambushes.

STICKY BOMBS — Use these to blow up vehicles. The bomb explodes a few seconds after being stuck to an area on the vehicle.

ANTI-TANK MINES — Mines can be deployed on any type of ground (visible for soldiers but not for vehicles) but can only be buried on soft ground. Mines explode when shot and are mission-specific.

GRENADE — Explosive used to blow up tanks, half tracks and groups of enemy soldiers. The grenade detonates after a period of time has elapsed.

MOLOTOV COCKTAIL — These are thrown and explode on contact. Effective against vehicles and soldiers.

PANZERFAUST — The ordnance from the disposable anti-tank rocket launcher loses speed and force after a short distance.

EQUIPMENT

You have varied tactical equipment, offering certain tactical advantages over the enemy.

SMOKE CANISTERS — The smoke hides your Commando from the enemies' view. As a side effect, the smoke incapacitates those who breathe it in for a few seconds. ***(See*** Gas Mask ***below.)***

POISON GAS CANISTERS — Poison gas canisters take out groups of enemy troops silently.

GAS MASK — To put on your gas mask during an attack, use the directional buttons to select it, then press the **R2** button.

CIGARETTES — Use cigarettes to distract enemy guards (visual).

SILVER COINS — Use silver coins to distract enemy guards (aural).

MEDIKITS — Restores a large amount of health. You can accumulate medikits throughout a mission and use as needed. You can also use them on allies to help restore their health.

THE ENEMY

There are different ranks in the Nazi army: soldiers, sergeants, officers and feared SS and Gestapo agents. There are also civilian Nazi sympathizers to watch out for.

GENERAL BEHAVIOR

All Nazi soldiers can see you, hear you, chase you, follow your tracks, find dead soldiers and sound the alarms. They can be posted to cover an area, occupied with some activity, or on patrol. If they are alerted, some will not leave their posts, but others will go to the alarm location.

VISION

Vision is relative to the situation and the location of the enemy. For example, the enemy will have more difficulty detecting your presence if you are crouching. Following this logic, you need to be alert when facing more vigilant enemies who will sweep the area for anything out of the ordinary.

HEARING

The chance of the enemy hearing you is increased when you're executing noisy actions (running, shooting, etc.) and lessened by stealth actions (moving while crouched, using the knife or the silencer, etc.). The noisier you are, the more chance you have of being detected and the alarm being raised.

ALARM STATUS

If a soldier or guard spots you during a mission or an alarm is raised, the soldier or guard will go through a series of stages before returning to normal status.

Normal — Guards perform their usual actions. If something out of the ordinary happens they become suspicious and a timer appears above their heads.

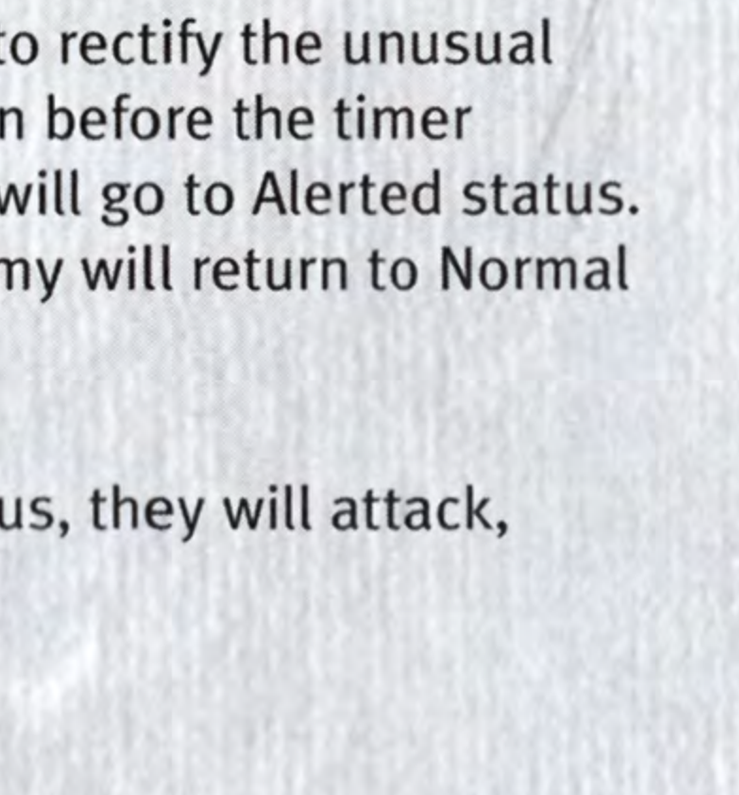
Suspicious — Once the timer appears you have to rectify the unusual occurrence, hide, or get away from that position before the timer completes a cycle. If the timer fills, the enemy will go to Alerted status. If the timer does not complete a cycle, the enemy will return to Normal status after a period of time.

Alerted — If a soldier or guard goes to Alert status, they will attack, call for support, raise the alarm or run away.

ENEMY PERSONNEL

SOLDIERS

Low-ranking soldiers of the German Army. There are several types with different behaviors and characteristics. They can be walking, patrolling, taking a break, fixing vehicles, carrying supplies, operating radios, etc.



SUBOFFICERS

Of higher-rank than soldiers, subofficers usually lead groups. They can be lieutenants, sergeants, sappers, tank sub-officers or scouts.

OFFICERS

An officer is one of the most precious enemy troops. Officers lead their men in battle. Enemy snipers are included in this category.

GENERALS

Generals always seem to be well protected and escorted. They usually decide the routes of patrolling troops.

GESTAPO

Perhaps the most powerful enemy unit, a Gestapo officer can establish his enemy's identity in a split second

STATIC TROOP

Soldiers assigned to guard a specific position. They react to your presence but hold their positions.

MOBILE TROOP

Soldiers covering a guard route. They react to your presence and leave their positions to investigate any suspicious circumstances.

PATROLS

Group of mobile lookouts. These groups react to your presence and instruct other enemies to: approach, track, sound the alarm, take cover, etc.

REINFORCEMENTS/GARRISON

Soldiers can respond to a request for reinforcements. They start from a fixed point and spread out in their area of influence.

ONLINE PLAY

The online portion of this game is subject to the terms and conditions under the User Agreement found within the game. For a full copy of the User Agreement go to: ***www.us.playstation.com/support/useragreements.***

NETWORK CONFIGURATION

In order to play ***COMMANDOS STRIKE FORCE***™ online, you need to have a valid network configuration saved on a memory card. You can use the network adaptor start-up disc included with your network adaptor (Ethernet/modem)(for PlayStation®2) to set up your network connection. Refer to the instructions that came with your network adaptor start-up disc.

ONLINE SYSTEM REQUIREMENTS

Up to 8 players can play ***COMMANDOS STRIKE FORCE***™ online.
In order to play online, you need:

- ❑ memory card (8MB)(for PlayStation®2).
- ❑ network adaptor (for PlayStation®2).
- ❑ Broadband Internet connection.
- ❑ network configuration set up using the network adaptor start-up disc.

CREATING AN ACCOUNT

In order to play online you must create an account that contains a User ID and password. After entering the data under your profile and saving it, you need only select the profile to log in automatically.

TO CREATE AN ACCOUNT:

1. On the Main Menu, select ***BattleGround Online.***
2. Read and accept the Online Agreement. You must accept the terms of the Online Agreement to play online.
3. Select a network configuration to connect to the Internet.
4. Create an account. In order to play online you must create an account that contains an online user ID and password. ***(See Creating Profiles on page 18.)***
   - ❑ Be sure to remember or write down your password. Eidos Inc. Customer Service may not be able to retrieve lost passwords.
5. You will be prompted to save your account profile (which includes your password). If you select ***Yes***, you will only have to select ***Your Profile*** to connect the next time you play.

   Note: You can create multiple accounts. If you have created more than one, press the directional button ➡ and then ⬆ / ⬇ to select the profile you want to log-in with.

USING THE USB HEADSET

The USB headset (for PlayStation®2) allows you to talk to other players during online play. This optional feature is not required to enjoy the game. Connect the USB headset into either USB connector, located on the front of the console. Press and hold the △ button and speak. Release the button when you finish. During online games, only one person at a time can speak. The player's name and a speaker icon appear on screen, and the person cannot be interrupted while talking. Max speaking time is 10 seconds.

MULTIPLAYER MODE

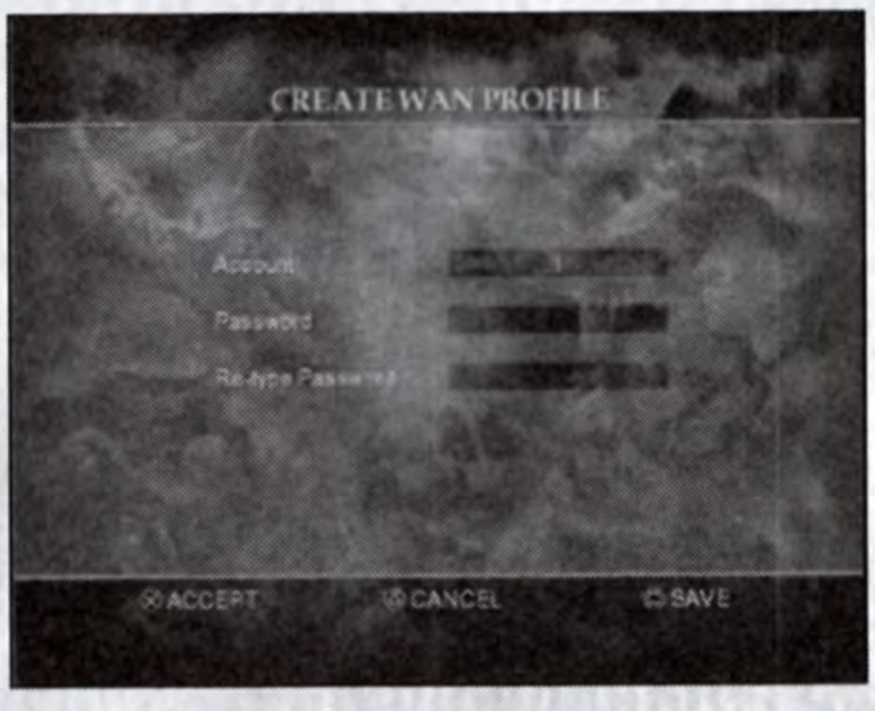
MULTIPLAYER MENU

Multiplayer Mode offers you the chance to compete against the best players online. The game is based on players competing either as Allied or Axis characters, with a variety of different game modes to choose from.

In order to play, you need to create a multiplayer profile. To do this, select ***New*** in the BattleGround Profiles menu. The ***Delete*** option allows you to eliminate existing profiles you no longer want.

CREATING PROFILES

Here, enter your User ID and Password (note that the Password and Re-type Password fields must contain exactly the same characters). When you're done, select ***Save*** to return to the BattleGround Profiles Menu. Then select your profile to enter the Multiplayer Menu.



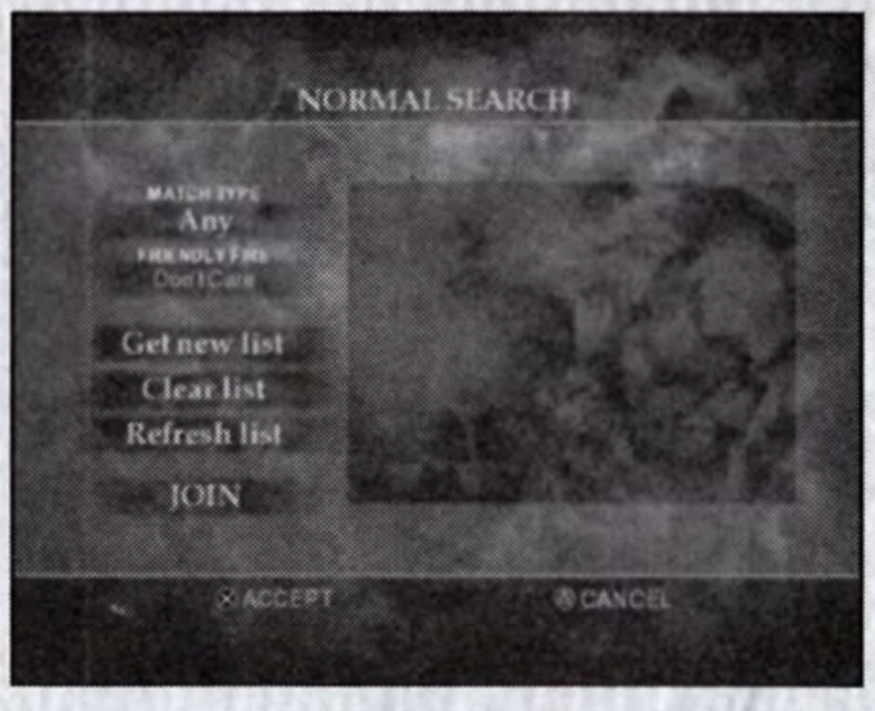
Note: When a profile already exists, you must enter the password in the same way as when the profile was created. When creating a new profile, you must enter the password you entered when logging in.

CREATING AND JOINING MATCHES

From the Multiplayer Menu, you can either create a match or join an existing one.

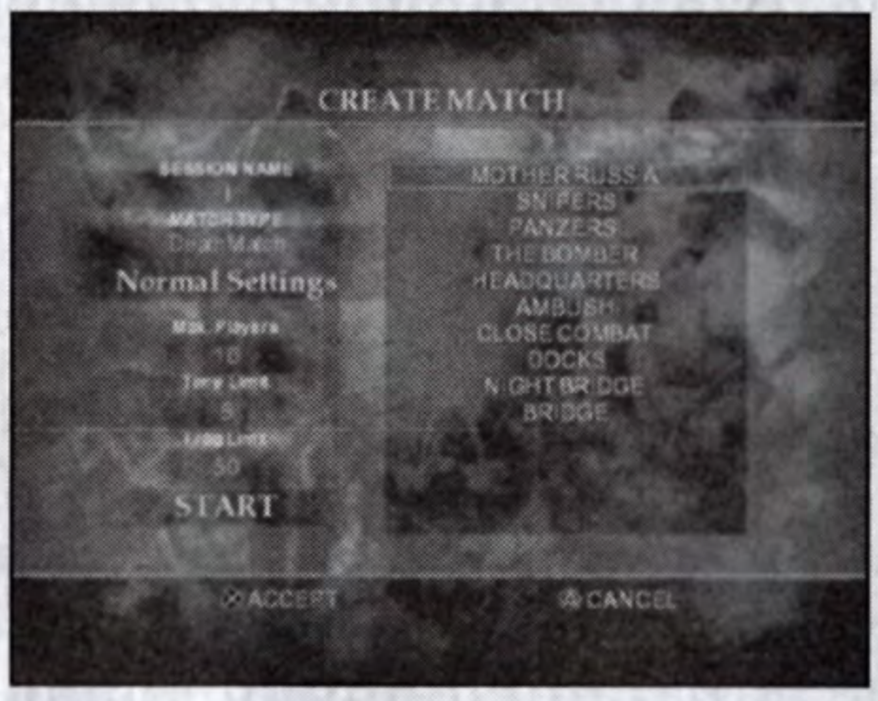
NORMAL SEARCH MENU

To display servers, specify a ***Match Type*** and then select ***Get New List***.



CREATE MATCH

You must enter a ***Session Name*** in order to create a match. The rest of the options define the rules of the game and the map in which it will take place. The Host can change maps from within a game.



MULTIPLAYER GAME SETUP

CHARACTERS AND CLASSES

Each side has the same three classes (Commando, Sniper and Spy) and specific characters. Each player can choose from Allied and Axis characters and character class.

FRIENDLY FIRE (Team Deathmatch and Sabotage modes only)

If you select ***Friendly Fire: No***, bullets will not harm your teammates, though explosions and gas grenades will still cause damage.

WEAPONS

You can choose a main weapon. Other equipment is standard issue for your type of soldier.

SCORING

Scoring depends on the game type, but is divided into:

- ***Player Points*** — You score Player Points by killing enemies or completing mission objectives.
- ***Team Points*** — Teams score Team Points by completing objectives. Team Points are used to determine the winner of the game.

MULTIPLAYER GAME MODES

DEATHMATCH

In this classic free-for-all game mode you fight alone without joining a team. Maps are simple to encourage faster gameplay. Players spawn randomly on the map. A player wins by reaching the score limit (40 by default) first or having the most points when time runs out (15 minutes by default).

SCORING

- A kill is worth 1 point.
- If a player accidentally kills himself (with a grenade, for example), he incurs a -1 point penalty.

TEAM DEATHMATCH

Similar to Deathmatch, but players are divided into two teams (Allied and Axis). Maps are arena-style, kept simple to encourage faster gameplay. Players spawn randomly on the map. A team wins by reaching the score limit (100 by default) first or having the most points at the end of the time limit set in the server for that map (20 minutes by default).

SCORING

- The same scoring system is used as in Deathmatch. Killing oneself does not affect the team score.
- The team score (total score of all team members) determines the winner.

SABOTAGE

A variation on Team Deathmatch, in this mode the use of Spies is the key to winning. The mission's overall objective is to sabotage enemy installations by first sending in characters to interrogate the opposition in order to gain a code key to arm the enemy bomb.

The Spies on both sides are the only characters who can interrogate players on the enemy team. Every time an opponent is killed, he will remain susceptible to interrogation for a few seconds. During this time a Spy can interrogate him (by getting close and holding down the ⊗ button with the crosshair over the victim until the meter is full). If the opponent is a Spy, he can reveal half of the code key (3 digits); if not, he can only reveal 1 digit. A Spy has a longer interrogation time (10 seconds) than the other characters (5 seconds).

Note: The code key is a 6-digit code.

As soon as a Spy finds out the code key, he can go and sabotage the enemy base. When a Spy successfully sabotages the enemy base, his side scores. Maps have two distinct base areas, one for each side, where players spawn and sabotage.

The first team to reach the score limit or with the most points at the end of the time limit configured on the server for this map wins.

Note: Each team must have at least one Spy.

SCORING

- Players score points by killing or interrogating opponents (1 individual point).
- Team points are awarded for sabotaging the enemy base (1 team point).

PLAYING THE GAME IN SPANISH OR FRENCH

To access and play ***COMMANDOS STRIKE FORCE***™ in the Spanish or French language version on the disc, follow these steps:

1. Power on the system.
2. At the Sony Computer Entertainment screen, select ***System Configuration***, scroll down the list and select ***Language***, then select ***Spanish*** or ***French*** as the preferred language. Your system will now be configured for Spanish or French language.
3. Return to the System Configuration screen and wait for the game to boot.
4. Begin play.

TROUBLESHOOTING

FIREWALLS

In order to join or host a ***COMMANDOS STRIKE FORCE***™ game from behind a router with NAT (Network Address Translation), or firewall, you may need to enable Port Forwarding. You will need to route, or forward, all data on UDP ports 9103, 30060 and 30061 to the IP address assigned to your PlayStation®2 system.

Note: Users using DHCP must ensure that their PlayStation®2 system is always assigned the IP address specified in the Port Forwarding setup; under these circumstances you may need to change your network configuration from Auto Detect (DHCP) to a Static IP address using the network adaptor start-up disc to ensure that forwarded data always gets to your PlayStation®2 system.

If you are still having trouble connecting to other players, try bypassing the router or firewall by connecting your PlayStation®2 system directly to your DSL modem, cable modem, or other broadband device.

STATUS

You can check the status of the game servers and read news about ***COMMANDOS STRIKE FORCE***™ by visiting ***www.CommandosStrikeForce.com***.

USB HEADSET

During gameplay, if your USB headset is plugged into your PlayStation®2 system but you are not able to chat with your opponent, your opponent may not have a USB headset connected to the PlayStation®2 system, or you and your opponent may have a low quality connection to each other.

CUSTOMER SUPPORT

For further questions, please visit ***www.eidosinteractive.com*** or contact Eidos Inc. Customer Support at (415) 615-6220, Monday through Friday, 9:00 a.m. to 12:00 p.m. and 1:00 p.m. to 5:00 p.m. Pacific Time.

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Broadband access and the network adaptor (Ethernet/modem) (for PlayStation®2) are required for Network Capabilities. Players are responsible for all applicable Internet fees. Network Capabilities may be subject to change, withdrawal and charge for use. Go to ***www.playstation.com*** for Network Capabilities access terms and availability.

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CREDITS

PYRO STUDIOS

Original Concept
Ignacio Pérez
Jorge Rosado de Álvaro

Producer
José Manuel García Franco

Lead Designer
Jorge Rosado de Álvaro

Game & Mission Design
Arturo Sánchez Eiras
Juan de Miguel Contreras

Level Design & Gameplay Scripting
Armando Sobrado Cros
Ignacio Valéncia Perello
Miguel Navío Vivó
Víctor Cerezo Olmo
Norvin José Altamirano Ruíz

Production
José Miguel Oliveros Pérez
Luis Fernando Sánchez García

With the collaboration of
Paul Robinson

The Design team would like to thank
César Valéncia, Sofía Manzano Sobrado, para Montxe,
a Carmen Garcia Higueras y Luis Sanchez Fernandez,
a Ron Gilbert, a mi familia y a mi novia Ana,
Esther Ruiz Gomez, a Alex,
a Blanca, para Ana Cid

Art Directors
Francisco Javier Soler Fas
Juan Benito Garraza Zurbano

Lead Artists
Daniel Estival Hernández
Daniel Olaya Ortiz
Juan Jesús García Galocha

Artists
Pedro Solís García, Javier García-Lajara Herrero,
Daniel Moreno Díaz, Omar Antonio Parada Martínez,
David Laguens Velasco, José Manuel Pérez de Vries,
Antonio José González Benitez, David Melchor Díaz,
José Antonio Grandal Souto,
José Augusto Rodríguez Sepúlveda,
Angel Gabriel Díaz Romero, Diego Gimeno Ostertag,
Javier Candeleda García, César Martínez Álvaro,
Sergio Matesanz Gutiérrez, Eduardo Oliden Hermida,
José F. Bermejo Fernández Salinero, Juan Servera Safon,
Jaime Otegui Malo, David Mora Chamorro,

Lead Animator
José Manuel Liébana Santamaría

Animators
Iván Lobón Herrera, Santiago García Berrocal,
Iván del Río Gómez

The Art team would like to thank
Rafael Moreno, Nelly Casaña,
Gema Gómez, Pilar Usoz,
Paloma Amigo, Palos Colegas,
Tabitha Pocovi, Concepción Fernandez-Salinero,
Maureen Helen, Virginia Rodriguez Mora,
Eva Margarita, Alberto Domingo Rodriguez "Nano,"
Alicia García, Sara "PEKE," Abel García,
Moni, Compañeros "Sierra Madrid,"
"Cascos de Bud," Laura Barco Candeleda,
Ana Gómez, Laura González,
Pablo Boullosa Calvar, Lino García,
Olga Sanchez Morales, Nicolas Solís,
Mica Whitton, Julia Sanchez Falco,
Maximino Casanova, a los colegas de Burguillos,
Iván De Andrés González, Enrique Orrego Franco

Lead Programmer
Víctor Mendiluce Gil de Sagredo

Co-Lead Programmers
Francisco Ismael Raya Roa
Joaquín Martínez Albors

Programming
Daniel García-Arista Delgado, Raúl Chaparro Castellano,
Raúl Mellado Arias, Juan José Garrido Gómez,
Ángel Luis Cabrero Senderos, José Mª Calvo Iglesias,
Cesar Botana Rivera, Gustavo Adolfo Carrazoni García,
Rubén Ramos Salvador, Juan Alberto Muñoz González,
Enrique José Sainz Navarro

The Programming team would like to thank
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Fuensanta Gómez Giménez,
Rubén Seivane y a Francisco José González Garrido,
Lolín la loca, María Rosa, María José Sánchez Calderón,
familia Muñoz González, a Rosa "Peke,"
a Boni y Luis, a Eva (Darkbaby),
para Angewa, para Shua

Lead Tester
Isaac Barrón

A.P.T.C
José Ramón Díaz Martín

Test Department
Joaquín de Prado García, Manuel Mendiluce Gil de Sagredo,
Juan Fernández De Simón Pérez, Javier Agenjo Torres,
Manuel Martín Usero García, Álvaro Medina Agraz

The Test team would like to thank
Esther Fernández, Mónica Gómez-Hidalgo,
Conchi Álvarez, Chinaski,
Piso Sentinel, Edgar Alía

Music Composed by
Mateo Pascual

Sound Lead
Mateo Pascual
Fernando Román Martínez

Music Performed by
The Bratislava Symphony Orchestra and City Choir
Conductor: David Hernando
Orchestrator: Luis Miguel Cobo
Concertino: Pavel Bogacz

CEO/Creative Director
Ignacio Pérez

Development Director
Francois Coulon

Marketing Director
Iñigo Vinós

Marketing Materials Designer
Maria José Romero

Administration
Marta Lorenzo Zamorano
Laura Leo Fernández

Special Thanks
Our friends from other projects, our friends from Proein,
Luis Calero, Fernando Hernando,
Mariano Parra, Enrique Gato,
Rafael Lozano, Raul Ovejero,
Óscar Rodriguez, Fernando Colomer,
Rubén Alcañiz

EIDOS UK

Executive Producer
Michael Souto

Brand Manager
Adrian Arnese

Localisation Manager
Alex Bush

Head of Communications
Chris Glover

PR Manager
Gareth Ramsey

European PR Manager
Emily Britt

Creative Manager
Quinton Luck

Creative Designers
Gus Aliyu, Jodie Brock,
Philippa Pratley

Website Design
Christophe Taddei, Leigh Kirwan

QA Manager
Marc Titheridge

QA Supervisors
Ghulam Khan
Dave Isherwood

Product Test Co-ordinators
Lawrence Day, Gabriel Allen,
Paul Harrison

Assistant Product Test Co-ordinator
Adam Phillips

QA Technicians
Ben Asghar, Adam Humphrey,
Andrae Mackenzie, James Cawte,
Jonathan Fuguet, Josh Roulston,
Jonathan Fuguet, Mark Parker,
Stefan Vincent, Andrew Nicholas,
Jamie Stokes, Alex Kunzelmann,
David Fowler, Damien Peter,
Gareth Mills, Ben Davis,
Sam Beard, Andrew Brown,
Edward Crone, Linus Dominique,
Daniel Mills, Richard Dunham

Head of Mastering/Compatibility
Jason Walker

Mastering Engineer
Ray Mullen

Compatibility Engineer
Marc Webb

Localisation QA Manager
Arnaud Messager

Localisation Product Test Co-ordinator
Laure Diet

Localisation Technicians
Pablo Trenado, Martín Zumarraga, Iain Willows,
Edwige Béchet, Augusto D'Apuzzo, Marco Angiuoni,
Alessandro Marchesini, Grzegorz Kluz, Thomas Orciuch,
Tobias Horch, Henrik Prinz, Lars Carstensen,
Francisca Barceló Ávila

Operations
Bernadette Cowan, Peter Willis,
Richard Lever

Special Thanks
Mark Christy, Patrick Cowan, Flavia Timiani,
All at Side UK, Neeltje, Spitfire, John Webb,
Simon Wells, Chris Rowley, Steve Starvis, Mark Allen,
Roxana Daneshmand, Lee Briggs, Andy Cockell,
Scott Sutherland, Marco Vernetti, Iain Willows,
Nicola Mason, Caroline Simon, Amanda Green,
Karen Johnson, Carmel Hudson, Monica Dalla Valle

EIDOS US

CEO & President, Eidos North America
Bill Gardner

Executive Vice President of Sales & Marketing
Bob Lindsey

Vice President, Legal & Business Affairs
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Vice President, Finance
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Vice President, Human Resources
Edie Dykstra

Marketing Manager
David Bamberger

Director of Public Relations
Michelle Seebach Curran

Public Relations Manager
Tali Fischer

Senior Public Relations Manager
Loretta Stevens

Online Community Specialist
Matt Dalghren

National Sales Manager
Joe Morici

Channel Marketing Manager
Janty Sumimoto

Senior Channel Marketing Specialist
Ilana Budanitsky

Channel Marketing Coordinator
Rafal Dudziec

Director of Marketing Communications
Stephanie Lipetzky

Creative Services Project Manager
Eileen Buenviaje

Media Specialist
Micheal Tran

Graphic Designer
James Song

Web Producer
Roderick Van Gelder

Operations Manager
Gregory Wu

Senior External Producer
Nick Goldsworthy

Associate Project Manager
Clayton Palma

Associate Manager of Product Operations
Colby McCracken

Quality Assurance/Customer Service Manager
Mark Cartwright

Product Test Coordinator
Stephen Cavoretto

Assistant Product Test Coordinator
Elizabeth Rutlin

Quality Assurance Technicians
Richard Hartzell, John Hayes,
Clint Waasted, Nicholas Cooprider,
Mackenzie Hume, Jeff Lowe,
Dan Franklin, Erik Kennedy,
Kip Ernst, Ergin Dervisoglu,
Aaron Keillor, Richard Campbell

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Jordan Romaidis, Patrick Goodspeed, Annie Meltzer,
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TEEN	Blood
	Language
	Suggestive Themes
CONTENT RATED BY ESRB	Violence

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